Subject: Re: I don't get it
Posted by zunnie on Wed, 14 Nov 2012 21:45:26 GMT
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JFW_Change_Spawn_Character (changes what characters players spawn as)
 Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
 Character (the character to change to)
The character name to change to must not be longer than 24 characters (because thats the length
of the memory area used to store the character name)

Should work i think :/

Edit: you may have to kill yourself once, or suicide. bug i believe.